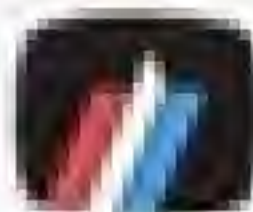


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MERMAIDS OF ATLANTIS

The Most of the Magic Begins

©1992 American Video Entertainment, Inc.

Program and game graphics by CEM, Inc.

Cover Illustration by Paul Soper

All direction, layout and design by Phil Mackintosh

Music composed by Phil Mackintosh

Production handled by Martin Lee

Production handled by Phil Mackintosh & Patricia Aron

Special Thanks to Richard Frank

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1075 Airport Blvd. Suite 100, Redwood City, CA 94063

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Mermaids of Atlantis



DISTRIBUTION COMPLETE



Thank you for purchasing **MERMAIDS OF ATLANTIS - The Riddle of the Magic Bubble**, another exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System, the best video game value available today.



SEAL OF QUALITY	
VIDEO GAME VALUE	★★★★★
GRAPHICS	★★★★★
CHALLENGING THE ACTION	★★★★★
GAME CONTROL	★★★★★
PRICE & VALUE	★★★★★
PLAYABILITY	★★★★★
ENTERTAINMENT	★★★★★
VIDEO QUALITY	★★★★★
GAME LENGTH	★★★★★
REPLAYABILITY	★★★★★
FOR PERSONAL USE	★★★★★
FOR HOME USE	★★★★★
GAME QUALITY	★★★★★

It's a seal of most deserving Bubble Features. Super fun-play software for gamers of all ages. Excellent length on simultaneous Double player action. Excellent graphics, excellent music, and excellent game play.

Legends of the Mermaids

Since the beginning of time, man has sailed the seas in search of riches and adventure. For just as long, there have been stories about the mysterious half fish half humans that make the ocean depths their homes.

These wonderful creatures are the Mermaids of Atlantis.

Some say the Mermaids are guardians of gold and treasure. Others say they are mystical water demons harbingers of disaster. Those that have actually seen them, tell stories of a magic water breathing race that has rescued sailors at sea and had long ships from certain doom.

Just as we have stories about Mermaids that are passed down from generation to generation, the Mermaids tell stories about us. They call us the Fishboys, and tell tales of our huge wooden ships that float on the surface of the sea. The Riddle of the Magic Bubble is one such tale, but in order to learn the Mermaid's legend, you must learn to master the Magic Buttons and Mystic Pearls.



BASIC GAME PLAY

Playing "Mermaids of Atlantis" is easy. Bubbles of many colors come floating upward. You must fit the Bubble Clusters together so four or more Bubbles of the same color touch one another. When four or more of the same colored bubbles press together, the pressure inside the Bubbles increases causing them to pop.

Keep the bubbles bursting since in every space a Bubble gets stuck there is one less place to put the next Bubble Cluster, and they just keep coming. If you can't pop the Bubbles fast enough, the cave fills up, and the game will end.

It sounds easy, right? Get ready to enjoy all 24 mind-blowing stages of under sea excitement!

GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert the Mermaids of Atlantis cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, the game screen looks garbled or the game will not play see page 13.

From the title screen press START to begin a game.



CONTROLLING THE ACTION

DIRECTION PAD

Moves the rising Bubble Cluster **RIGHT** or **LEFT**, and controls how fast the Bubble Cluster floats up. Pushing **DOWN** and pressing the **A** Button will release a Magic Bubble (see page 10).

B BUTTON

Turns the Bubble Cluster around horizontally (Turns **Left** to **Right**).

A BUTTON

Flips the Bubble Cluster vertically (Rotates upside down).

START

Press to begin a new game or to **PAUSE** a game in progress.

SELECT

This button is not used.



GAME OPTIONS

After pressing **START** to begin a new game you will see the **OPTIONS** screen. Move the Direction Pad **LEFT** or **RIGHT** to highlight your choice. Press the Direction Pad **UP** or **DOWN** to go to a different option on the screen. Press **START** when you are ready to begin the game.



PLAYERS

Choose either **PLAYER 1** or **PLAYER 2**.

STAGE

Choose the Stage at which you will begin. The higher the Stage the more difficult the various combinations of the Bubbles.

GAME TYPE

FAST This is a good game if most kinds of Bubbles are cleared after each stage. **SLOW** completes each and every Bubble, an option used in the next stage. **MIXED** A feature with a timer will be used instead of Bubbles. To get to the next level you must use the Bubbles with the timer on!

LEVEL

The higher the level, the more the Bubbles that appear.

TUNES

Choose the type of 2 songs to play from **Music**, **Rock**, **Pop**, **Country**, **Classical**, **Sound Effects**, **None**. The background music.

EASY & HARD GAMES



If you selected an EASY or HARD game your screen will look like this. As each Bubble Cluster rises you must rotate and fit it to matching colored Bubbles below. You must pop 200 Bubbles to progress to the next stage. On the right side of the screen are three information windows.

The upper most window is the MAGIC WINDOW. Each time you pop a Bubble with a letter on it, that letter will appear in this box. When you reach the word magic, you will be awarded one magic bubble. To receive a magic bubble you must use the Directional Pad to move the Bubble to the word. Each pop of the word will award you one magic bubble.

The middle status window shows the Stage you are currently playing, the number of Bubbles you have popped, the point value for each Bubble Cluster as it pops, and the total number of points that you have collected.

The lower window shows the next Bubble Cluster to appear.



NOTE: When playing a 2 PLAYER game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

STACKED GAME



If you selected the STACKED game your screen will look like this. STACKED games are different than EASY or HARD games. The Letter Bubble is under a pile of Bubbles. To advance to the next Stage you must pop the Letter Bubble. There are no Magic Bubbles in the STACKED game.



The Stacked game is the most difficult game. A good strategy when playing a Stacked game is to concentrate on releasing the Letter Bubble at the top of the screen as quickly as possible.

When a new game is started the player will have 3 credits. After a game is over play may be continued at the same stage until there are no more credits. The player must then begin a new game from the beginning.

NOTE: When playing a 2 PLAYER game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

AIR POCKETS

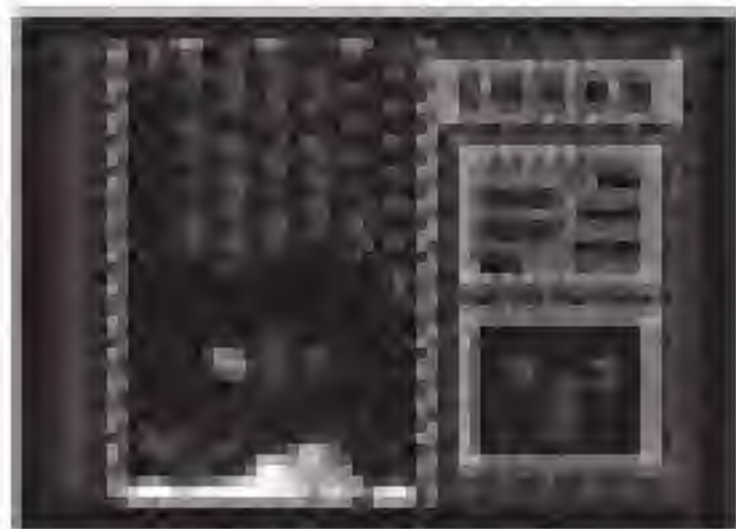
AIR POCKETS are formed in the empty spaces between Bubbles that don't fit perfectly. One misplaced Bubble can cause many **AIR POCKETS**, and **AIR POCKETS** take up as much space as Bubbles. One way to get rid of **AIR POCKETS** is to remove all the Bubbles below it and expose the **AIR POCKET** to open water. When this is done the Air Pocket will disappear.

If you're not careful **AIR POCKETS** will fill the screen faster than Bubble Clusters. Luckily, you can slide Bubbles into Air Pockets. When you pop the Bubbles you will also get rid of the Air Pockets.



MYSTIC PEARL

Sometimes during game play a **MYSTIC PEARL** will be part of a Bubble Cluster. The glow of the **MYSTIC PEARL** has magical powers and will change the color of the Bubbles around it to a single color.

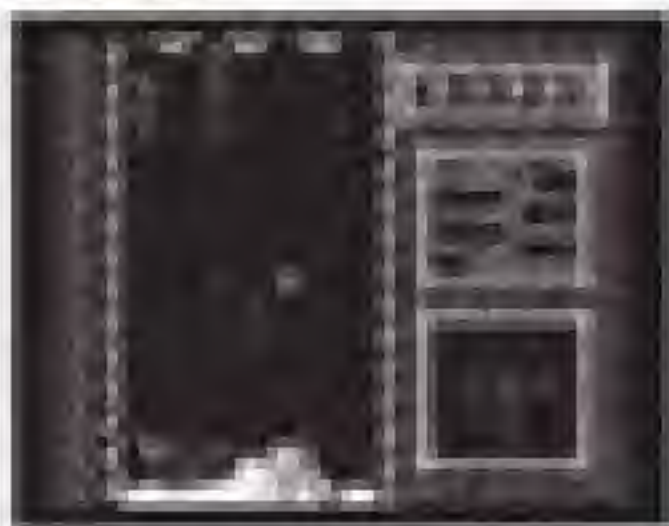


Try to maneuver the Bubble Cluster so when the energies of the **MYSTIC PEARL** are released it will affect as many Bubbles as possible.

Place the position of the **MYSTIC PEARL** carefully. The number of Bubbles popped can increase or decrease depending on the color the surrounding Bubbles change to.

MAGIC BUBBLES

Every time you pop a Letter Bubble the letter will be placed in the Magic Window at the top of the screen. After you have collected all the letters needed to spell the word **MAGIC**, you will receive 1 Magic Bubble. To release a Magic Bubble hold down on the Direction Pad while pressing the B Button.



When a Magic Bubble is released it will float motionless at the bottom of the screen until the Bubble Cluster has settled.

The first thing a Magic Bubble does is remove all Air Pockets. This will cause all Bubbles to settle and should cause some Bubbles to pop. The remaining Bubbles will begin to pulsate with energy and change colors. If you're lucky this will cause even more Bubbles to pop.

There is no indication on screen for Magic Bubbles. It's up to you to remember how many you have collected.

HELPFUL HINTS

When you release a **MAGIC BUBBLE** it will not unleash its magic until you have positioned the last Bubble Cluster. Remember to use your **MAGIC BUBBLES** before it is too late.

There is a secret way to keep track of how many **MAGIC BUBBLES** you have. Can you figure out how?

When the Bubbles are rising very fast you can slow them down by constantly moving them from side to side.

Plan several moves ahead and watch what the next Bubble Cluster will look like. Think about where the next Bubble Cluster should go and take control of the situation. Don't be on the defensive and let the Bubbles control you.



PRECAUTIONS

- Do not store cartridges in very hot or cold places. Never let us drop.
- Do not take apart.
- Do not touch connections, do not get them wet or dirty. Doing so may damage game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with dynamic images or patterns are played on your projection television. Screen damage may occur if you leave your game in PAL mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games, when used as specified. Images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

KEEPING YOUR CONSOLE CLEAN

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES console).

The Nintendo Entertainment System uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo[®] as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our toll free 800 number and one of our game counselors will be happy to assist you.

To reach our game counselor toll free call
(800) HOT-LINE that's 1(800) 488-4260

The American Video Entertainment Story.

In the beginning, when the first American video game was sold, each cartridge cost \$10.00. Now, cartridges are priced from \$10.00 to \$20.00.

WHAT IS AMERICAN VIDEO ENTERTAINMENT?

American Video Entertainment, Inc. is a American manufacturer and publisher of licensed computer games. The goal of the company, founded in San Jose, California in 1982, is to produce great games at reasonable prices. Our cartridge company is located in San Jose, CA, and our retail store is located in San Jose, CA.

WHAT ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?

American Video Entertainment manufactures their products in the United States using American technology. We do not pay a licensing fee to Nintendo. These games are priced directly at \$10.00 per cartridge. You get the most in the most - great games at great prices.

SHOULD A CONSUMER HAVE THE RIGHT TO CHOOSE WHAT GAMES THEY WANT TO BUY?

America is full of freedom and the freedom of the American consumer's right to choose. The American consumer's judgment is guided by the most experienced product information system in the world - the word of mouth.

American Video Entertainment is proud to support the greatest video game value available today - the Nintendo Entertainment System!

FOR A FREE BROCHURE Page 14

Free Games!

American Video Entertainment, 1714 Holiday Park Drive, San Jose, CA 95131

I would like to receive your free, and to receive your name in our monthly drawing for a free game.

Name _____

Address _____

City _____

State _____

Zip _____

Phone _____

Age _____

Gender Male Female

How often do you play video games? 1-2 times a week 3-4 times a week 5-6 times a week 7-8 times a week 9-10 times a week

Please check the following options when you play video games. (If you play, check the appropriate box.)

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

Play video games Yes No

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American Video Entertainment knows what kind of games America wants to play. Our Masterpiece games are exciting, challenging, and are more than just shoot 'em ups. These new video games teach your thinking skills and are just packed with fun for the whole family.

If action and adventure is more your style we have the games you need. From air battles and espionage to destroying the deadly DRAGON, our video games give you actual high power excitement at an unbelievable price.



Savage Revolution

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.

Tales of Fate

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.

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Puzzle

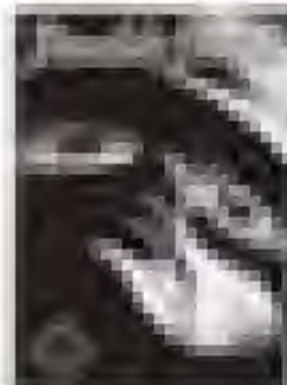


Puzzle

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.

Double with Artifacts

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.



Double Strike

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.

F-15 City War

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.



Dragon Strike

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.

Improbable Mission II

It's the most intense and exciting action game ever. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world. You'll be fighting your way through a dark, dangerous world.



